MDK
™

CONTENTS:

SYSTEM REQUIREMENTS 1

INSTALLATION 1

STARTING MDK 2

MAIN MENU SCREEN 2

CONTROLS 4

TROUBLESHOOTING 5

GAME PLAY TIPS 6

CREDITS 7

SYSTEM REQUIREMENTS

Minimum P60, recommended P90
16 Megs of memory required
SVGA Video Card
100% Sound Blaster or compatible Sound Card
8 Megs of Free Hard Disk Space

INSTALLATION

WIN95

Once you have placed the MDK CD into your PC's CD-ROM drive, the installation of MDK should automatically start. If you have disabled the 'autoplay' feature, then double click either Window's Explorer or the My Computer icon. Search for your CD-ROM drive (usually D:) and double click that to reveal the contents of the MDK CD. Select "setup.exe" from the list of files on the root directory of the CD. This will start the installation and setup procedure.

WINDOWS 3.1 & DOS

Exit windows to get to the DOS prompt. Change the directory to your CD-ROM drive (usually D:) by typing

cd D:

Hit return and type

install

Hit the return key, this will start the installation and setup procedure.

INSTALLATION OPTIONS:

You will be given several choices that effect the amount of data stored on your computer's hard drive. Installing a greater amount of data to your machine's hard drive will improve performance. It will notably decrease the amount of time that each level in the game takes to load. Installing with the clean option will clear the swap file on the hard drive after you end a session playing MDK. By selecting this, restarting from your last saved game will take a bit longer than if the swap file had not been deleted.

The program will attempt to automatically detect your soundcard and other hardware components required to run MDK when in Windows 95. If you have installed in DOS, your soundcard will have to be configured from a setup screen the first time MDK is run.

STARTING MDK

WIN95

Simply double click the MDK icon on your desktop, or select MDK from the Program Group on the start menu.

WINDOWS3.1 & DOS

Exit Windows and change to the DOS directory that you installed MDK by typing cd c:\ mdk

if you installed MDK into the default directory of C:\MDK. Now, type

mdk

and hit return.

MAIN MENU SCREEN

All menus can be accessed by using the mouse or arrow keys.

NEW GAME

By selecting this you will immediately enter the MDK universe.

SAVED GAME

If you have saved any games before and wish to resume play, select the saved game option and select the game you wish to resume. You will be prompted to save your game after each level is completed.

OPTIONS

HELP

All the default keyboard controls are listed here. During gameplay, if you need help at any time pressing the F1 key will bring up this help menu.

SOUND SETUP

Most likely, MDK can accurately detect your soundcard configuration. Select the 'Detect All'' to find your particular sound card. You can manually set the sound card's configuration. If the game locks up or crashes when you test the sound, please refer to the troubleshooting section at the end of this quick start section for some helpful hints or where to get technical support. In the DOS version of the game you can change your soundcard settings (IRQ and DMA channels). You should hear sound when you select the 'Test' option, if not, your sound card has been improperly set up.

JOYSTICK

MDK can be played using a joystick or joypad. You must select the 'Enable Joystick' option to use a joystick. You can then arrange the button configuration to your preference. To return to the standard setup, select 'Default Buttons'.

KEYBOARD

You can change the function of each key and customise the controls to your preferences by highlighting the action and then pressing the key you would like to assign to this function. To save your preferences, select 'Quit' when you are satisfied with your control options. To return to the default keyboard configuration, select that option.

PERFORMANCE

Selecting this option, MDK will perform a hardware test of your system and compare it to some standard systems. Your system may vary from the benchmark systems due to several factors, including type of RAM used (SRAM or standard), video card and video RAM available, CD-ROM speed, 32-bit Disk access enabled or disabled, etc. Do not be concerned if your system performs below the benchmark level. This program is helpful to reveal hardware that may limit your experience with MDK.

SKILL

There are 3 settings available, 'Easy', 'Normal', and 'Difficult'. Select whichever skill level is appropriate for your ability.

DISPLAY

Selects the screen brightness. This option can also be changed during the game by pressing the F11 key at any time.

CONTROLS

ARROW KEYS	Will move Kurt in that direction. Also controls aiming in sniper mode.
SPACE BAR	Toggle in/out of Sniper mode.
A/Z	Normal mode, it shifts the camera to look up or down. Sniper mode, zooms in/out.
CONTROL KEY	Fires selected weapon.
ALT KEY	Jump. While in mid-air pressing the alt key a second time will activate the ribbon chute.
ENTER KEY	Will use/activate the selected pickup.
0-9	Select specific pickup item.
[and]	Toggle left and right through different ammunition and pickup items.
SHIFT KEY	Selects turbo mode which speeds up Kurt's running and turning speed.
CAPS LOCK	Keeps turbo mode on.
X	When used with the left and right arrow keys will make Kurt sidestep.
P	Pauses the game.
Esc	Quit game.

FUNCTION KEYS

F1 - Brings up the help menu which gives all the keyboard controls.

F2 - Save game. You will then be prompted to name your saved game or overwrite an old saved game.

F3 - Load game. You can select a previously saved game to play.

F10 - Quit game.

F11 - Adjust brightness.

F12 - Brings up the Options screen.

Esc - Quit game.

ADDITIONAL INFORMATION

BONES AIRSTRIKE - While in sniper mode, the centre of the targeting display will change to red when aimed at an area that Bones can hit. Simply press the fire button (ctrl) to call Bones in to bomb the area.

WORLD'S MOST INTERESTING BOMB - Once you throw the bomb, you can detonate it at any time by hitting the enter key again. If you do not, the bomb will explode after several seconds on its own.

TROUBLE SHOOTING

Q: Help! I can't get MDK to run!

A: MDK requires 16 Megs of RAM to run. If you do not have this, MDK will either not run, or may crash often during gameplay.

Q: I can't select any of the options in the main menu.

A: If you are in DOS mode, make sure that you have loaded your mouse driver before starting MDK. Although the mouse is not necessary to play MDK, it is needed to select some options.

Q: My joystick won't work. What's the problem?

A: Check to make sure your joystick is set up correctly. Then check in the MDK 'Joystick' options to make sure the joystick is enabled. In DOS mode you may need to load your joystick's drivers that came with it. Please check their documentation for further help.

Q: The game is running slowly on my machine, what can I do?

A: MDK will run faster in Win95 or DOS due to your hardware configuration. Some video cards, for example, work best in DOS or only Win95. Try playing the game in the other mode to see if there is an increase in performance. You will not need to reinstall the game, but simply run the other MDK executable (MDK95 for Windows95 or MDK.exe for the DOS executable) to see which gives you the best performance on your machine. Note: This will depend on whether or not you chose Win, DOS or both in the installation menu.

Q: The sound doesn't work!

A: That's not a question.

Q: The sound doesn't work on my machine. Can you help?

A: Sure! First off, we'll assume that you've checked to make sure that the speakers are turned on and plugged in correctly to your PC and you're running a 100% SoundBlaster? compatible card. As a note, not all sound cards are truly 100% compatible, in which case you may not be able to get sound from MDK. Now, if you're running in Win95, check to make sure that your soundcard is operating correctly. Remember that in Win95 you can have a correctly operating soundcard but have the sound muted. Double click on the speaker icon on the task bar to see if the sound is set to 'mute all'. If you are trying to run the game in DOS, make sure that your sound card and mouse drivers are being loaded for your DOS session. Consult your sound card instruction manual on loading the DOS drivers.

Q: It takes too long to load each level. How can I speed it up?

A: Try re-installing the game and put the most information you can on your hard drive. It's much faster for your PC to move information from the hard drive into RAM than from the CD, but you must have more hard drive space available. Also, to increase loading speed, do not select an installation that has the 'clean' secondary option.

GAME PLAY TIPS & TECHNIQUES

Q: Why doesn't the Bones Airstrike work in some areas?

A: When you have picked up the Bones airstrike power-up, you must go into sniper mode to use it. Make sure the airstrike power up is the ammunition selected. The centre of your targeting system will turn red when it is focused in on an area that Bones can bomb. Bones can't "Deliver Kindness" in enclosed environments or under overhangs since he's got to fly in to bomb the area. When you have selected the target, press the normal fire button. This tells Bones that you have set your target and it is OK for him to start his bombing run.

Q: I don't know what all the weapons do! Help!

A: Whenever you pick up an item, the name of the weapon appears. This should give you some clue as to the item's abilities. You are receiving the new weapons as soon as the good doctor invents them, so there's not a lot of advanced documentation on these items. If you don't know what a weapon does, then find a quiet area and fire one off to test it.

Q: I'm having trouble aiming quickly enough in sniper mode. Any suggestions?

A: Keep the zoom level very low when finding targets. Put the crosshairs on the target and then zoom in. This method is much more effective than zooming in and then trying to acquire the target.

Q: I keep seeing these random messages on the screen, like "Au Revoir, Paris". What do they mean?

A: If you look at the meter in the lower right corner of the screen, there is a green band surrounding it. At its fullest, it indicates the number of people alive near the city-mine crawler. As the bar decreases in size, that indicates that more and more innocent people are dying. When the bar is depleted, a major city has been destroyed by an alien city because you took so long. Way to go..

CREDITS

PLAYMATES INTERACTIVE ENTERTAINMENT

EXECUTIVE PRODUCER:
David Luehmann

ASSOCIATE PRODUCER:
Andrew Brown

QA LEAD:
Dave Ontiveros

TESTING STAFF:
Andy Hsu
Anthony Vasquez
Dave Arranaga
James Martinez
Jose Zatarain
Lee Jones
Gary Mahan
Brian Zenns

SALES AND MARKETING:
David Localio

MARKETING MANAGER:
Mark Polcyn

BUSINESS AFFAIRS:
Gary Rosenfeld

SOUND DESIGN:
Tommy Tallarico Studios

SHINY ENTERTAINMENT

ORIGINAL CONCEPT:
Nick Bruty

DESIGNED IN EQUAL PART BY:
Nick Bruty, Bob Stevenson, Tim Williams

ADDITIONAL DESIGN:
Andy Astor, Martin Brownlow, Shawn Nelson

PROGRAMMING & TOOLS:
Andy Astor, Martin Brownlow

ARTWORK IN EQUAL PART BY:
Nick Bruty, Bob Stevenson

ADDITIONAL ARTWORK:
Shawn Nelson

ANIMATION:
Shawn Nelson

ADDITIONAL ANIMATION:

Bob Stevenson, Nick Bruty

ADDITIONAL CREDIT FOR WORK TO DIFFICULT TO CATEGORISE:

Tim Williams

MANUAL:

Tim Williams, Scott Herrington

SHINY ENTERTAINMENT PRODUCERS:

David Perry, Scott Herrington

MDK and all related characters/artwork © 1997 Shiny Entertainment, Inc.

ALL RIGHTS RESERVED. For information: http://www.shiny.com

SPECIAL THANKS

All Shiny employees

Thomas Chan

Richard Sallis

Mark Lee

Ed Chanda

Sue Lucchino

Dave Hoffman

Chris Archer

Carlos Rodriguez

Leland Mah

Ann Gabrielson

Rogers & Cowan

The Chambers Group

Moore & Price Design

Nancy Fernandez

Allyn Welty

Elliot Bruty

Natashia Austin

Dr. Robert Wayner

Stacy Hering Astor

Katie Nelson

Anjelika Pemoeller

Roo Wiemaraner

Bella Beagle

Samuel Pepys

Koda

MDK INTERPLAY UK TEAM

SOFTWARE DEVELOPMENT MANAGER (EUROPE):
Tony Bickley

US PRODUCER:
Mark Teal

UK PRODUCER:
Sarah Thompson

PRODUCT CO-ORDINATOR (EUROPE):
Neil McKenna

QA LEAD:
David Kinsella

QA KEY:
Daniel "Zen Dog" Kingdom

TESTING STAFF:
Ben "Homer" Pettifer
Mark "Luigi" Lugli
Gareth "G Love" Glover

ADDITIONAL TESTING:
Rob "Scooter" Hooper
Shaun "Borg" Devine
Danny "Pigeon" Passey
Gavin Glover
David "Polly" Pettifer
Paul Welton

SPECIAL THANKS:
Everybody else who we forget to mention who made this product possible

Dear Consumer,

In the best interest of fair play and your assured enjoyment of the MDK product, we offer the surviving notes from the esteemed, yet under-appreciated Dr. Fluke Hawkins. The good doctor was kind enough to let us in on the inner workings of his mind (a dangerous location at best), to provide these scant notes jotted down during the cataclysm of the Streamrider Invasion.

We wish you luck in your journeys. Remember, the lives you save may be those of your own descendants.

Sincerely,

Max

FROM THE JOURNAL OF: DR. FLUKE HAWKINS

Date: Aug. 14, 1996 3:45 GMT (Blast Off)

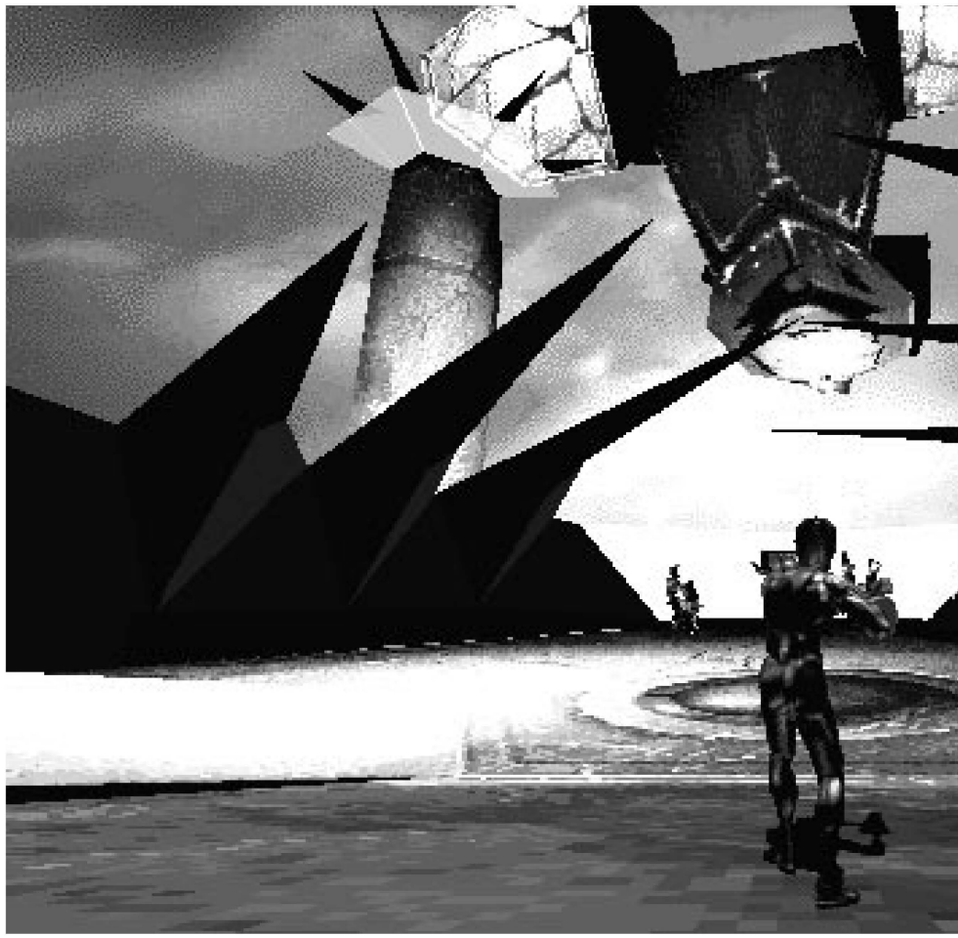
Journal Entry 00.0001

It's about time! I remember now how infuriating those NASA bureaucrats and their blasted red tape are when you want to get anything done. This is my ship, not theirs, dang-it, so what's the big deal? That aside, my work on studying the Flange Orbits is under way! Our take-off was a tad premature (countdown clock malfunctioned — study problem later), but Kurt and I made it into orbit in one piece and I've adjusted the trajectory to counter for the early launch. We were heading straight for the Sun, but we're okay now. The mission is scheduled for five days and already I can see Kurt's desire to return to Earth.

I've decided to keep this journal to record the significant events of the expedition in their proper order. (Self-Note: Just the material that will assist the nominating committee of the Nobel Institute in recognising me for my contributions to Astronomical Research.) If anything of an extraordinary nature happens while we're up here, I'll put it in this log.

THINK OF IT!! We're now in orbit and my instruments will prove to the scientific community the existence of Flange Orbits... the most revolutionary discovery of the cosmos since Einstein's time/space work (relativity speaking). I'm going to be listed with the greats— Copernicus, Gallileo, Mark Hamill!

Mother would have been so proud...



Date: Aug. 22, 1996 2:43pm GMT
Journal Entry 00.0008

Big disappointment. Flange Orbits do NOT exist. My work at the observatory (terrestrial viewpoint, WHAT was I thinking?) must have altered the instrument's perceptions, somehow. Have decided to stay up here until I discover SOMETHING of use to the scientific community (beats returning to Earth to face massive amounts of criticism and ridicule). My reputation as a scientist is at stake here!

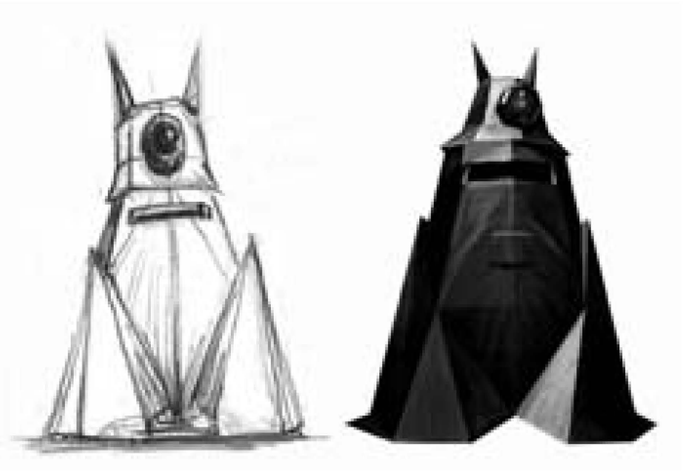
At least now I have plenty of time to dedicate to my research and discoveries, this time, NOT having to worry about atmospheric distortion effects. I have plenty of raw materials to work with, (what with the now surplus Flange Orbit survey equipment), to create incredible new inventions. I've already started dismantling them (okay, maybe not in the most scientific manner). The Flange Thermos was the first to go — we needed to use the exxxxtttraaaaa powwwweeeeerrrrr..... Heeeeyy...Wwwwhhhhy iisssss iitttt ssssooooo cc-ccc-cccoooolldd?????? Gotttt tttoo fiiixxxxxxxx.....

Okay, scratch the re-do on the Flange Thermos. I've told Kurt about my decision to stay up here for a while longer. He was reluctant at first, but once I showed him that the VCR was programmable, he loosened up a bit. I expect my work to last only another week or so. I'm going to need a little more help around here (Robot?? Self-Note — check files on robotics.) Halfway through my temper tantrum with the above-mentioned equipment, I noticed that I also dismantled the clock. I'll have to fix it later...

Date: May 10, 1997 (Not Sure) GMT
Journal Entry 00.0201

My coffee-making robot — Mr. Robot, was a dismal failure. It radioed the small village of Burnage, England, and threatened to "burn-it-to-the-ground," all the while destroying vast portions of the ship. As it was smashing the coffee maker into a hand made parachute, Kurt subdued it with a positronic "Mickey" as he calls it. Good lad. (Self-Note: Check files, any known use for heroism in space?) Well, there goes another year of work down the drain.

He's still mad at me (Kurt, not Mr. Robot), and avoids both contact and conversation. He mutters on and on about "running out of tape, y'know..." and generally sulks about the ship. Why he spends so much time in front of the TV instead of just looking at the cosmos is beyond me. Like there is anything more breathtaking than the Universe itself?



Date: June 21, 1997 (Really Not Sure) GMT
Journal Entry 00.0232

Young Kurt is pretty upset... avoids me like the plague most of the time. Says he's bored. "Nothing to do in this tin can." TIN CAN!!?? Harrumph!! Okay, so I used plenty of recycled aluminum cans in the hull, but, please, Tin?? He really needs to think of this ship as his home.

Well, on to better news! I've started work on a genetically engineered "worker dog" who will be more than my right hand up here. I'll give him the bulk of the chores (that should lighten Kurt's mood a bit), and teach him the fine art of listening. If nothing else, it should give Kurt someone else to talk to.

I think I'll call him "Bones."

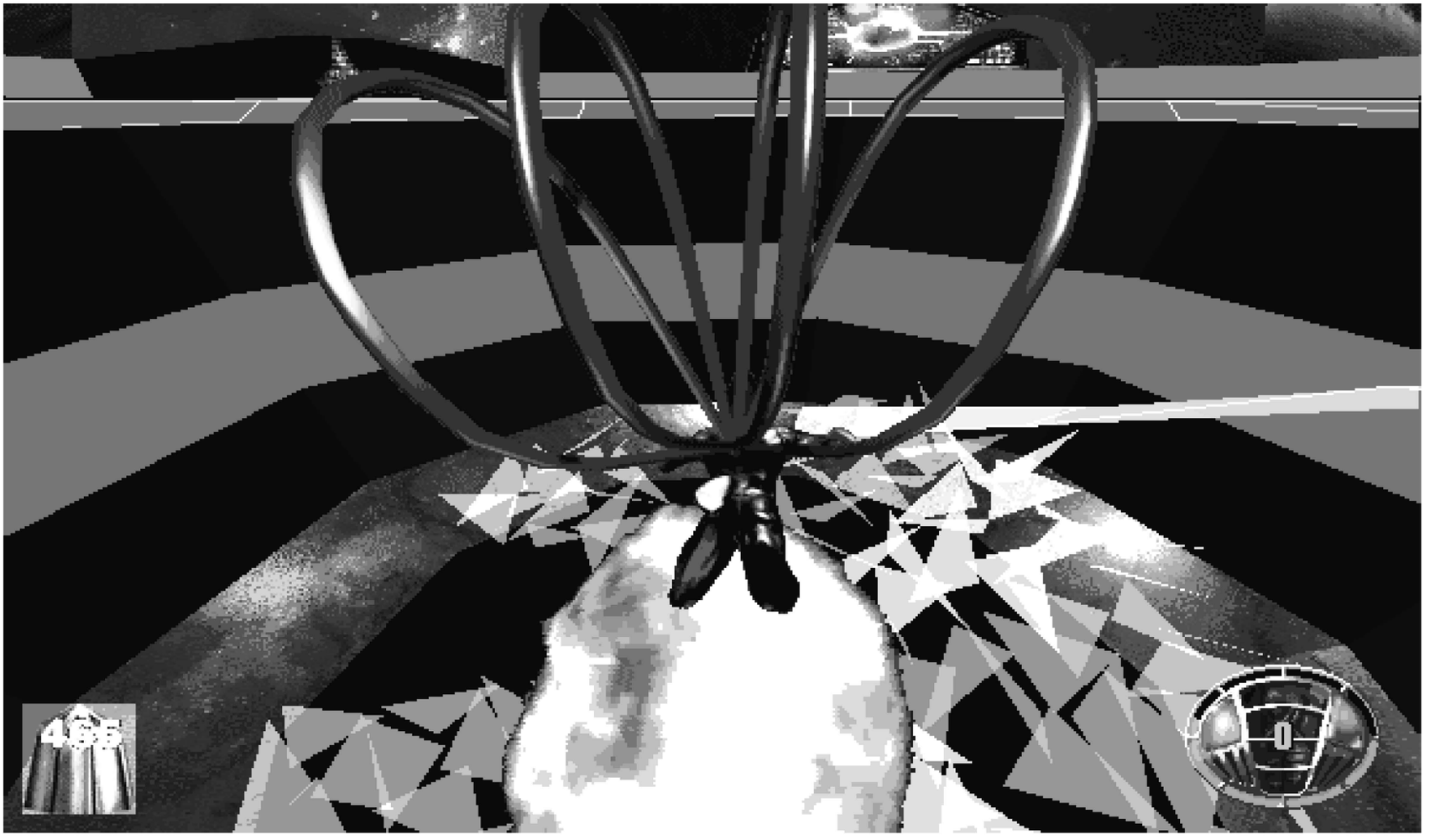
Date: May 8, 1998 (?) GMT
Journal Entry 00.0445

Almost a year now since I built Bones and he's been a boon to me. Kurt insists on calling him Max (why, I'll never know), and his spirits have been lifted greatly. I think I gave Bones too much intelligence though, because he actually resents having to do any work around here. Although I did not install vocal cords (Thank the stars!), his little body pouts with the best of them.

Other than "fixing" things on the station, Bones spends the majority of his time studying books and tending his vegetable patch which he built on top of the ship. (Self-Note: Research project - Simulated life forms and their study habits: What gives?) Other than expressing disdain from time to time, Bones works out well for a six-armed dog. (When I programmed the computer to design him to be an efficient assistant, it added two more arms to him. Go figure.) It wasn't my idea, but he sure moves around at a good clip and the extra paws really come in handy for communication. He developed his own form of sign language 2 weeks after he was created. He gets very excited sometimes and when he tries to "sign" us in an agitated state, it looks like he's trying to put out a fire.

Bones has not only mastered the majority of functions of the space ship but he's also fixed the coffee machine! Bright dog, indeed! Well, until you consider we don't actually have any coffee left... A little on the high-strung side, Bones tries to do everything at once. (How do you mellow-out a cyber-dog?) Bones tries to fulfil our wishes, which is noble and good, but he doesn't quite wait until we voice them. Kurt finds him most amusing and has grown close to the fellow. I'd make another one, but those particular parts are getting scarce and the last thing we need up here is two of those little guys starting a brush fire with their frenetic sign language.

(Self-Note: I did put the cat out before I left, right?)



Date: August 1, 1998 (?) GMT
Journal Entry 00.0466

BIG NEWS!! I think I've discovered something that dwarfs the Flange Orbit theory that brought us up here in the first place!! An electric anomaly has manifested in the fringe areas of our galaxy. Alien life, perhaps, or is it merely an electric anomaly that has manifested in the fringe areas of our galaxy? This requires a greater degree of study than I can devote to, so Bones had to pick up the slack while I concentrate on my other keen experiments (I'm right in the middle of developing a nuclear-blast-proof automatic page turner! YOW!) For an odd looking dog, he certainly comes in handy. With his assistance, I feel sometimes that I can be in two places at once.

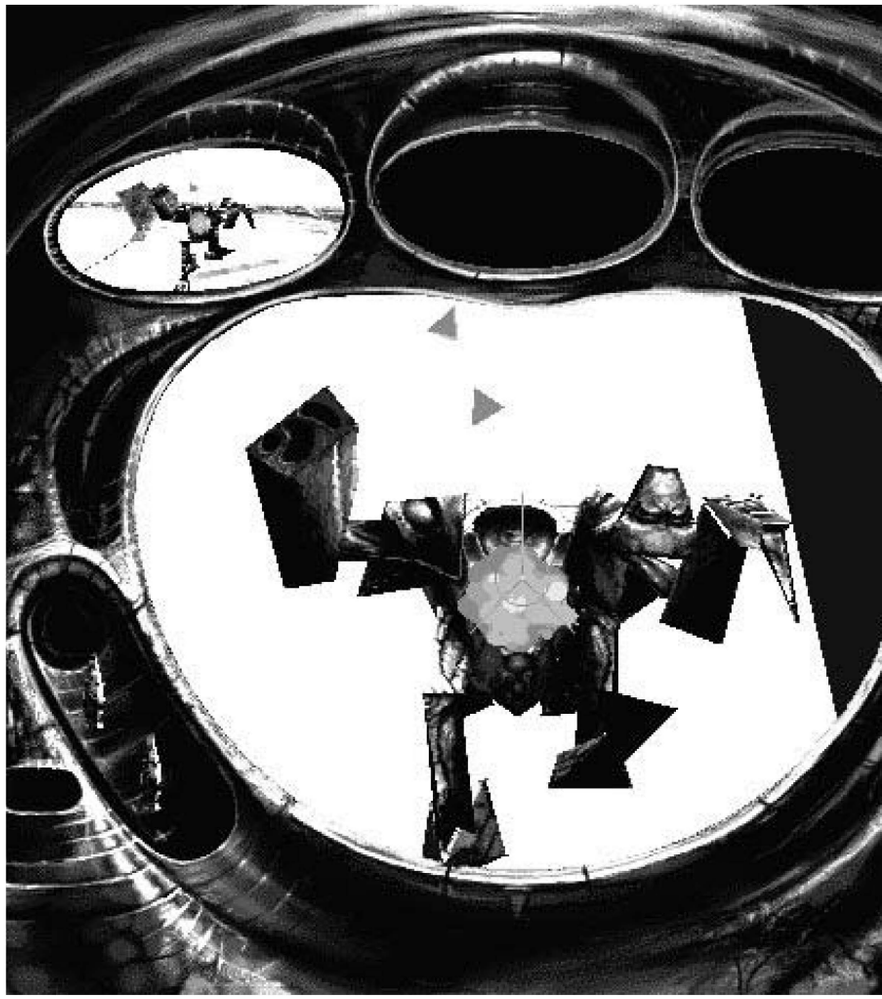
Date: November 5, 1999 (?) GMT
Journal Entry 00.0601

I'm continuing my study of the strange electronic "Stream" effect that now seems to be hopping from one planet to the next, towards the inner planets of the system. After some intense studying and brilliant calculations, I've determined that this phenomenon (the electrical streams) are truly gigantic in size! You see, my research indicates the farther away an object is, the smaller it appears to the human eye — the only exception, of course, is the Sun. With this knowledge at my disposal, I hypothesise that the stream is not growing in mass, but actually coming our direction at an alarming rate of speed!

Okay, Bones and I are doing the studying... It actually looks like it's coming close enough to our position to allow us to study it close up. (Self Note: It's as if the force behind the stream had been studying our system before entering it.) I've notified Earth of my findings, (heck, I even sent them a basket of Bones' oranges), yet, they all seem unconcerned. Hey, it's their barbecue...

Oh, that's better! I've always hated that pen. Now, as I was sayin.....

ARRRGGHHH! We've been hit!!! The stream is here..... Earth is in direct path must— warn— no— time— AAARRRRGGGHHHHHHH!!!!!!



Date: November 6, 1999 No GMT
Journal Entry 00.0601

Not much happening today, I actually got a chance to sleep in for a change. The place is a mess! Bones is really shirking his duties.

Weird dream last night. Something about all humans having an evil twin in the form of a masked chicken. Sure it's weird, but would it really be all that bad a reality shift?????????

Date: November 7, 1999 No GMT
Journal Entry 00.0602

Dammit!! The streams!! I completely forgot!!!

DISASTER!!!!!!!!!!

Bones was able to fix the monitor so we could observe the devastation via television. The aftereffects of the invasion include a gigantic black and white storm that looks identical to television static. How long will it last? The people of Earth have been taken over by an alien force known as the

Streamriders, led by a being known as Gunter Glut. Their plan is quite simple, really — they drive around massive Mining Cities (Miles in diameter!) and consume all matter underneath. They are after either the rich mineral and metal deposits of the major cities of Earth or our potato harvests and nothing but scorched, blackened ground is left in their wake.

Why do they always pick the most populated areas for their attacks!!?? Why, can you tell me, Why?? Why?? Why?? Why?? Why??

Earth's defence forces are shattered. Anyone at this point who escaped destruction is in no condition to mount a counter-offensive. Thanksgiving is cancelled. I guess it's up to me to reclaim the planet for humanity. (Self-Note: Where did I put the hot-glue gun?)

Date: November 7, 1999 (a little later) (No Greenwich) Journal Entry 00.0603

Due to my advanced years and Bones' extra arms (disqualifying him from even fitting in the suit), Kurt has been elected as hero. This will give me the time I need to supervise the work effort and invent new items for use in battle against the Streamriders. I've been working day and night on his equipment and suit (Thank the stars the coffee machine was fixed!), and now it's up to Kurt to save the remaining population from complete annihilation.

Luckily, most of my inventions (in one form or another) were in storage from my work over the last few years. A few tweaks here, a couple of amps there and he'll be ready for action. Bones has been assisting me in getting the suit (and Kurt) in battle-ready condition. I guess this is it...

KURT'S INSTRUCTION MANUAL

BY DR. FLUKE HAWKINS

All right my boy, let's get started. You've been briefed by Bones (Code name: Handy) on the mission, so here are some additional notes. Remember, we're counting on you!

DR. HAWKINS "AMAZING" COIL SUIT:

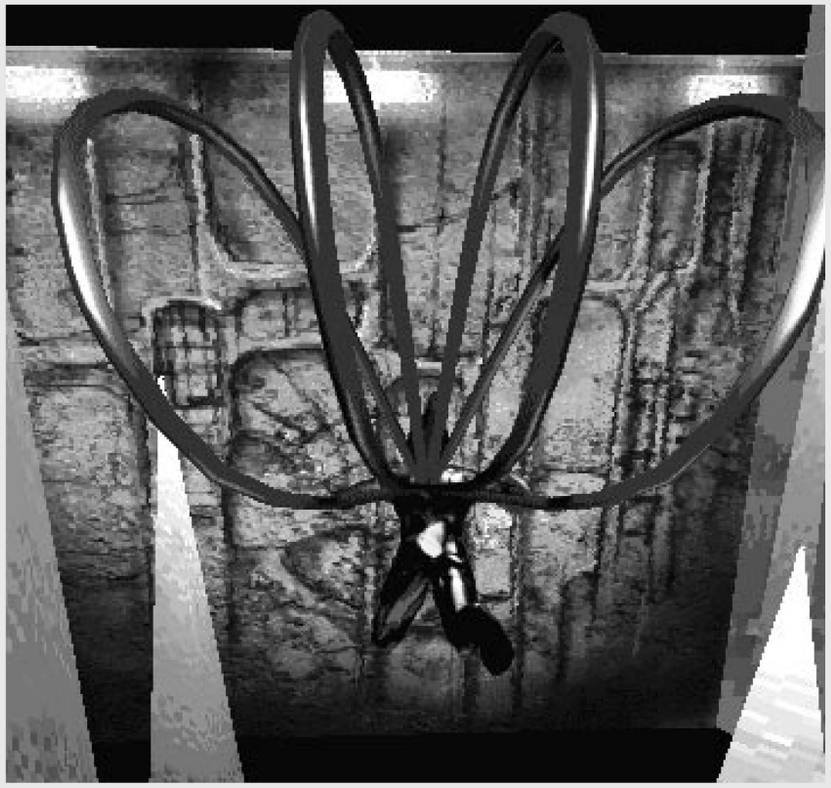
Due to the hostile environments you are about to enter, what with the aliens shooting at anything that moves, really, I thought you could use some mobile armour plating (that doesn't chafe). This is a special suit and a darned tough one at that. It has to be, actually, because Bones and I have determined that the best way for you to gain access to the Mining Cities is via free fall from space through the atmosphere. This Coil Suit was developed by me using revolutionary materials and my nuclear-blast-proof sewing machine.

You will find it most useful in repelling the side-effects of direct hits from enemy fire and fast moving projectiles (i.e., bullets, missiles, bees, etc.). They won't actually penetrate the suit, but they'll leave a nasty welt or two. A few bruises aside, you'll outlast the enemy if you use this suit and act with stealth, not bravado. I've tried it on myself and it's got a real comfy fit. Sorry, son, it only comes in black.

DR. HAWKINS "INCREDIBLE" RIBBON CHUTE:

Now, you'll notice a small lump on the shoulder... this is nothing, but the larger mass in the centre of your back is the Ribbon Chute. This is an invention of mine that I can't wait to see tested! (Sorry, Kurt — I had no time to try this out.) All indications show that it should work. Use it to retard your gravitational access to the ground.

Open and retract it as often as you want. There's a built-in safety feature that prevents you from accidentally setting it off while you're on the ground. Now for the fun stuff...



GUNS

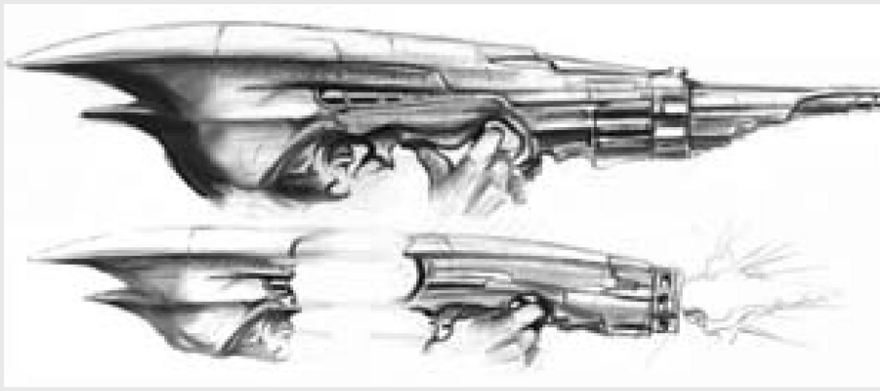
Kurt, you're going to have to brace yourself for this. You are about to embark on a mission that involves more action than, say, negotiation. Okay, all action and no negotiation. Those aliens down there look hell-bent on doing their business and they pretty much mow down anyone and anything in their path. This being the case, your tools of communication with them involve you using the firepower I give you to introduce them to the afterlife.

I know you're not big on the "killing thing" as you call it, but frankly, if you ever want to park a car with a lady friend again, well, you'll have to execute this mission with extreme prejudice. Our initial intelligence indicates that it is possible to sneak past the sentries on your way to the control room of each "Mine Crawler", but that means you'll always be looking over your shoulder. It's really up to you to get the job done. I trust you'll do the right thing.

So here's the arsenal you'll start with:

DR. HAWKINS "EXTRAORDINARY" CHAIN-GUN:

First-off, we have a multi-use, single purpose (killing aliens), weapon that was fashioned from a recovered satellite. Self-explanatory, really, it's a hand held gun that unleashes a goodly portion of ammo in the direction you point it. Due to my work with gyroscopes and dental floss, it has the singular remarkable feature of being adjustable to fit right onto your helmet to become...



DR. HAWKINS "INEFFABLE" SNIPER GUN:

Here's the cool part - you can attach the chain-gun to your faceplate and it morphs into a long range sniper gun! This is another one of my almost-tested inventions (it should work, Kurt, trust me, the figures don't lie). I originally had this in mind for bird spotting, but when attached to a sniper's rifle, I'm afraid the general temptation to graze the hind feathers off the birds was too much.

But as I'm sure you're aware, Kurt, some of the best inventions come from failed attempts at something else. (Look at Bones.) Remember, son, you can never look a gifted horse in his house - and this piece of philosophy has been my blessing in life.

So, you got the gun(s), you got the suit... Now the mission itself. Read on lad, I've titled it "MISSION: DELIVER KINDNESS"

MDK

MISSION: DELIVER KINDNESS

OR

STOP THE BIG MINE CRAWLERS

INTELLIGENCE REPORT I: From what our Intelligence sources indicate (You got me, it's me and Bones looking at things from our lab), each Mining City is equipped with a master pilot. Knock this guy off and by all reasoning, the whole shebang comes to screeching halt. I give Bones the credit for theorising that the cessation of motion triggers their immediate departure from Earth via the Stream and hopefully back wherever they came from. He's probably right about that so get ready to jump ship when that happens.

INTELLIGENCE REPORT II: It has come to our attention that some people are clever (i.e., Intelligent), while others are not so, or in this case, (unintelligent).

TIME CONSIDERATIONS I: There's no delicate way to put this — the longer you take to complete your mission, the more people will die. Take too long and there's not going to be any ladies left for you to park with... But, hey, no pressure, huh? You just have to keep focused on the job at hand and push those roaming alien slime-buckets off our planet. If you fail though (not that you will, mind you, Bones and I have all the confidence in the world in you, lad), but, say if you should happen to fail, then I can get right to work on my Mars Colonisation Project. As a back up, that's all! You're going to do fine, my boy, just fine!

TIME CONSIDERATIONS II: A clock.

MORGAN FREEMAN: A talented actor known for his charitable work with fish.

ENTRY I: Your initial departure involves an extended free fall into Earth's atmosphere from our ship. The suit has been designed to protect you from re-entry burns, but you'll have to avoid detection from the enemy's radar. Once they lock-on to you they will make it very difficult to hit the ground as anything more sizable than a pile of ashes.

ENTRY II: A door.

RED RIDING HOOD: A remarkable story about a wolf who befriends three pigs all, coincidentally, named Sally. Bear this in mind if you ever want to get out of this alive!

EXTRACTION I: Here's the story — I haven't quite figured out how I'm going to get you back up here. Sorry. With all the inventing, planning and redesigning going on up here, I

just haven't gotten to it yet. The good news is that by the time you stop the Streamrider's invasion I should have this last little kink figured out. Trust me.

EXTRACTION II: A painful operation I'd rather not go in to.

THE CHEESE SANDWICH: A snack which is very easy to make and tastes delicious! It is greatly revered and often offered as a sacrifice in Neolithic Britain.

AIR SUPPORT: When you find yourself in desperate need of a Deus Ex Machina (or help from above), signal us and Bones will pilot the emergency shuttle in a an aerial assault on the enemies in your immediate vicinity. We can't provide this service often because the shuttle is poorly armoured for this kind of mission (and I've grown accustomed to his help). Most of the ground forces will be focused on your incursion, so there's a good chance Bones will be able to zip in, pepper the aliens and zip out again relatively unscathed.

If you can handle all of the above, you're ready to go.

Thank you very much Doctor Hawkins. Well, Kurt here iz the scoop.....

09:47 am GMT, somewhere over Kirkaldy, Scotland

As you can see by the clock reading, (I fixed the clock so we know whut time it iz), now about the aliens— they can revert their beings from solid to pure energy, thereby transversing the electromagnetic STREAM that they use as an intergalactic freeway for there gargantuan Mining Cities. They strip the planets crust down past the bedrock whilst extracting minerals every second that they are allowed to do so, so its' up to you to stop them from hurting the planet earth.

They are preparing the world for complete takeover and have run over some of the most famous ones in their treks:

Kirkaldy, Scotland

Igotskyrunsky, Russia

Perth, Australia

Chagrin Falls, Ohio

Crawley, England

Mill Valley, California

Oh the humanity, Kurtt, the humanity! Every second counts, you MUST save the Earth and cum back safe, safe, safe, because... um, you know, uh....

Wait a minute, I lost my train of thought. OH! That's righht!

I want to see the world you grew up in cuz I have only seen pictures in the encyclopedia discs and I want to know more about more people and humanity too. If you happen to find any female dogs whilst you 're doown there, pleese bring her backwith you. I'm interested in meeting the species I came from before they become too extinct. Please save the world, buddy.

AAHHHHHHH!!!!!!!!! QUICK, KURT!!! JUMP OUT OF THE SHIP!!!!!!! NOW!!! HURRYYY!!!!!!!!!

NO, NO!!!!!! WAIT!!!!!!!!

PUT ON THE COIL SUITT FIRST!!!!!!!!

(that was a close one!!!!)

I know you'll be thinking of me on your mission, no need to fear. I'm just a quick call away. You may wonder why I can't be at your side during this deadly dangerous, perrillous, always-at-risk,

lookout for the bad-guys in tights mission. You may scream defiantly at the wind for an answer WHY WHY WHY???

Here's your answer — I don't know. You know I want a world of peace wherre puppies can play in the sun and not worry about traffic on the interstate. I'm working for that goal up here with the Doctor. As far as fighting skills, do yu really want a spastic dog with extra limbs carrying near-nuclear weapons at YOUR SIDE???? Good. We'll both do better this way, pal, truust me.

Whoops! There's the genius Doctor now, gotta go good luck don't fake any wooden fish.....

Keep in mind, Kurt, that you are not alone in your mission. Although Bones and I are a mere 240 miles away, we're right there with you all the way! I won't rest until I can arm you with everything I can put together with my imagination and a some spare parts from the ship. New inventions will be coming your way as soon as I complete them. In fact, here's the latest two:

The Very Large Hamster Hammer: A smashing success that will vibrate the ground in a 12.9 (Richter scale) simulated earthquake. Launch it and run like the dickens!

The World's Most Interesting Bomb: This technology came from my research in motivating children to eat their vegetables, but now it certainly comes in handy in popping off the heads of alien invaders. Funny, eh? Just toss the bomb and watch 'em come running to it! They maybe ruthless scavengers from space, but they have little chance of avoiding the alluring elements of this bomb! I've added sections to it that resemble the aliens themselves so you will not fall under the bomb's near-hypnotic spell.

If I come up with anything else, I'll have you test it "in the field" - that's what they used to say in the military, isn't it? As I won't be there to explain most of the weapons I'm dropping down to you, I'll try and make some kind of holographic projector to give you some clues as to their functions. The one thing they all will have in common is their ability to passively or aggressively allow you to separate the invaders from their current status as living creatures.

Well, Kurt, this is it. It's all up to you now. Don't worry about Bones and me,

we'll keep busy up here. You just focus on the task at hand and you'll do us proud!

Oh, and sorry about the round-trip snafu. I'll figure out a way to get you back up here. Right now the smallest thing on the drafting table is about the size of a tank and you can't possibly put that on your back... but we will have fresh biscuits and tea waiting for you once you get back and save the Earth and all. I mean, it's the least we can do for a hero!

Oh, yes, and GET MOVING! Bones just dropped two special weapons down the chute and you'll to catch up with them!! (I really need to develop a sedative for that dog!)

Now keep moving and keep your head down!

MAX'S GUIDE FOR THOSE WHO JUST CAN'T WAIT

Left/Right	Turn or Sidestep
Up/Down	Run or Sniper Aiming
X	Sidestep with Left/Right
Alt	Jump/Parachute
Space	Enter/Exit Sniper Mode
Control	Fire Weapon
Shift	Turbo Movement Speed
Caps Lock	Turbo Speed Toggle
A/Z	Look Up/Down or Sniper Zoom In/Out
[/]	Previous/Next Pick-up Item
0-9	Select Specific Pick-up
Escape	Quit/Abort
F1	Help Screen
F2/F3	Save/Load Game
F10	Quit/Abort
F11	Change Brightness
F12	Options ScreenInterplay's